

## CLAIMS:

1. A method of playing a game by means of a game element, the method comprising the steps of:

- placing the game element on a first location relative to a game board;
- determining, by the game board, the first location of the game element;
- 5 – determining, by the game board, a first information item representing game content, wherein said first information item is dependent on said location and a first game being played;
- transferring, by the game board, the first information item to the game element; and
- receiving and presenting said first information item on the game element.

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2. A method as claimed in claim 1, characterized in that the step of determining the first location of the game element comprises the steps of:

- transmitting, by at least one transmitter located on the game element, at least one signal identifying said game element;
- 15 – receiving, by at least one sensor located on the game board, at least one identifying signal; and
- determining, by the game board, the first location based on at least one identifying signal.

3. A method according to claim 1 or 2, characterized in that the method further comprises the steps of:

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- removing the game element from the first location; and
- placing the game element in a second location relative to the game board.

4. A method according to any one of claims 1 through 3, characterized in that the method further comprises the step of:

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- receiving a second information item representing a second game being played.

5. A computer system for performing the method according to any one of claims 1 through 4.

6. A computer program product comprising program code means stored on a computer-readable medium for performing the method of any one of claims 1 through 4 when the computer program is run on a computer.

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7. A game element for playing a game, said game element comprising:

- means for placing it on a first location relative to a game board;
- means for transmitting, by at least one transmitter located on the game element, at least one signal identifying said game element; and
- 10 – means for receiving and means for presenting a first information item representing game content, wherein said first information item is dependent on said first location and a first game being played, and wherein said first information is sent from the game board.

8. A game board for playing a game, said game board comprising:

- 15 – means for determining a first location of a game element;
- means for determining a first information item representing game content, wherein said first information item is dependent on said first location and a first game being played; and
- means for transferring the first information item to the game element.

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9. A game board according to claim 8, characterized in that the means for determining a first location of a game element comprises:

- means for receiving, from at least one sensor located on the game board, at least one identifying signal; and
- 25 – means for determining the first location based on at least one identifying signal.